

# Castle and Catapult Group Work

Due Date: Monday, June 7

Sixth Grade Medieval Competition will be the week of June 7

To culminate our Medieval Unit, you will be constructing a castle and catapult with your group. This is a project that you will work on when you finish the other required individual choice activities. Make sure you research and look at many pictures of castles so that your construction looks like a true Medieval replica.

## Castle Guidelines:

1. The maximum size of your castle's base may be NO LARGER than 18 inches by 24 inches.
2. The highest point of your castle may be NO TALLER than 24 inches.
3. The castle should look like an authentic Medieval castle.
4. You need to have a drawn out paper and pencil plan before you start building.
5. Materials used to construct the castle should be recycled goods:  
For example: paper towel tubes, toilet paper tubes, cereal boxes, small cans, plastic bottles, egg cartons, jars, popsicle sticks, etc. BE CREATIVE!
6. All your materials need to be kept in a neat pile in the room on the base of your castle. Materials that are not kept by your castle will be recycled.



## Catapult Guidelines:

1. Cannot be longer than 8 inches at any time
2. It can be any weight or height
3. Materials used to construct the catapults should be recycled goods:  
For example: paper towel tubes, toilet paper tubes, cereal boxes, small cans, plastic bottles, egg cartons, jars, popsicle sticks, etc. BE CREATIVE!
4. Rubber bands may be used
5. Use your science principles (force, motion, etc) to help you in your design
6. All your materials need to be kept in a neat pile in the room on the base of your catapult. Materials that are not kept by your catapult will be recycled.

## Battle Rules and Regulations

- Your objective is to earn as many points as possible within three rounds (See the back of this sheet).
- Scores will be kept on the “official score sheet”.
- Place your King, Queen, Knights and Pawns (chess pieces) inside the castle walls.
- Place your catapult a minimum of four feet from your opponent’s castle.
- Round #1: Team member #1 will take five shots. Team member #1 from the opposing team will take five shots
- Calculate your score.
- Round #2: Team member #2 will take five shots. Team member #2 from the opposing team will take five shots
- Calculate your score.
- Round #3: Team member #3 will take five shots. Team member #3 from the opposing team will take five shots
- Calculate your score.
- The team with the higher total is the winner
- Tie Breaker: Player #1 from each team gets one shot (Sudden Death). If is still remains tied, Player #2 each gets a shot and so on until we have a winner.
- The winning team in the battle will then move on to face the winner from another battle (like a tournament format). This will continue until there are only two teams remaining.
- If your weapon is damaged, it may be fix within the assigned time frame
- Any participant who chooses to whine, complain or have a poor attitude will be banished from the rest of the competition (whole activity) by the King or Queen

## Middle Ages Websites

<http://www.themiddleages.net/>  
<http://www.historyforkids.org/learn/medieval/>  
<http://www.learner.org/interactives/middleages/>  
<http://www.kathimitchell.com/middleages.htm>  
[http://www.medieval-life.net/life\\_main.htm](http://www.medieval-life.net/life_main.htm)  
<http://www.medievalplus.com/food-cooking/>  
<http://www.medieval-castles.net/>  
<http://webpub.alleggheny.edu/group/clothing/>  
<http://educators.medievaltimes.com/>

## Battle Points

Points are scored for knocking down the following:

1 King – labeled with a blue sticker	10 points
1 Queen – labeled with a blue sticker	10 points
2 Knights – labeled with a red sticker	5 points
5 Pawns- labeled with a yellow sticker	3 points
Keep inside the Castle Walls	2 points
Castle Walls	1 point